

NITE-TIMES NEWS

CHICAGO AREA TIMEX USERS GROUP

Chicago Area Timex Users Group
Volume 5, Number 4

Downers Grove, Illinois
July/August 1991

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C.A.T.U.G. CLUB OFFICERS

Here is the list of 1991 club officers and how to contact them. The club has two strong SIGS, SPECTRUM/TS2068 and QL. If you have questions about either of these fine machines or even the ZX81/TS1000/TS1500 call one of the officers. C=312, S=708.

POSITION	NAME	PHONE	PRIMARY FUNCTION
President	Nazir Pashtoon	S439-1679	The buck stops here...
Vice-President	Steve Cooper	S968-3553	Meeting Planning, etc.
Secretary	John Donaldson	S232-6147	Records and Reporting
Treasurer	Al Feng	S971-0495	Dues and Purchasing
Editor	Bob Swoger	S576-8068	Newsletter, BBS, etc.

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NITE-TIMES news

Volume V, Number 4

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July/August 1991

Nite-Times Information

The Nite-Times News is the newsletter of the Chicago Area Timex Users Group. For an annual fee of \$12.00 you can become a CATUG member with full membership privileges. Send your dues to:

**CATUG TREASURER AL FENG
15 WAKE ROBIN CT
WOODRIDGE IL 60517**

The Chicago Area Timex Users Group is pleased to exchange newsletters with other Timex and Sinclair supporting users groups at no charge. Send all newsletter requests to:

**CATUG EDITOR BOB SWOGER
613 PARKSIDE CIRCLE
STREAMWOOD IL 60107-1647**

If you desire to reprint any articles that appear here, please provide credit to the author and this newsletter.

We encourage your user group to copy this newsletter and distribute it at your regular meetings to your members free of any charge as we believe that this will encourage better meeting attendance. If you are a user group that feels as we do, please let us know in your newsletter so that we might do this for our members and keep our attendance up.

Articles originating from our group may be downloaded from our BBS and reprinted.

CONTRIBUTORS TO THIS ISSUE

**Al Feng
John Donaldson
Bob Swoger, K9WVY**

CLUB MEETINGS

The Chicago Area Timex Users Group meets on the THIRD Saturday of each month at the home of our meeting coordinator Steve Cooper in Downers Grove, Illinois from 1:00 to 5:00 PM. Steve's home is lovingly called the CLUB HOUSE and is located

at 1300 Maple Street in Downers Grove just 2 blocks southwest of the Downers Grove Public Library. Steve should be contacted evenings at 708/968-3553. to confirm the meeting schedule.

When visiting be careful of the Dutch Doooooooooooooooooooo.....

FROM THE EDITORS DISK

INTEGRATED SOFTWARE FOR TS2068/LK-DOS!!

Some folks still don't realize exactly what LogiCall for the LarKen can do for them. I have been sent boot programs, program loading programs and what have you by folks wishing to show me what they have been using before LogiCall came along. They offer it thinking that LogiCall does only what they have been using already. But LogiCall does do more!

Back in 1976 a company called Microsystems Engineering Corporation of Hoffman Estates, Illinois came up with an integrated software package for the Digital Equipment Corporation's PDP11 series mini-computers called MASS11. It was Integrated Office Automation Software developed for Edwards Airforce Base to let them get around on their DEC mini-computers in a way not possible with DEC's own software packages. MASS11 is still around today running on both DEC's VAX Mini-Computers and IBM PCs. It is the only software in the world that lets the two machines talk to each other KEY STROKE FOR KEY STROKE! Never heard of it!, you say? Maybe you don't know what a Silver Cloud is either. A Silver Cloud is a ROLLS ROYCE, MASS11 is the ROLLS ROYCE of integrated software for the VAX and IBM PC. You never hear about it because only the 'BIG BOYS' can afford it, the software is big and powerful.

After it was developed, MEC went after large corporations and businesses like Abbot Labs,

Lockheed, Sandia National Labs, Argon Labs, City Bank, Motorola, Inc. Research, universities in Michigan, Ohio, Iowa to name a few. It costs big bucks, is licensed, and is updated regularly.

Another characteristic of MASS11 is that one does not have to go to a manual for HELP information, a HELP key brings the big multi-page searchable HELP file right up to the screen. Also, one can go from the data base to the spread sheet to the word processor to the terminal software to the disk formatting routine to the disk management utilities with just one or two key strokes. That is what is meant by Integrated Software!

Folks, that is what LogiCall is all about, integrated Software! You can move from drive to drive with just 2 keystrokes. You can move into and out of your word processor, database, spreadsheet, terminal program and other programs with just a few keystrokes. You can read WP files on the screen and put pictures on the screen without using the WP or other programs. The FORMAT, MOVE, ERASE, CAT, and VERIFY keys all work without the use of the RAND USR 100: prefix that you had to type in with straight LKDOS. Try it, you'll like it.

Bob Swoger, Editor
Chicago Area Timex Users Group

TREASURY NOTES

Our balance stands at \$413.79.
Our current paid membership stands at 15.

Al Feng, Treasurer
Chicago Area Timex Users Group

SECRETARY'S NOTEPAD

July 20, 1991

The meeting was called to order at 2:09 PM. Present were: Messrs. Brezina, Cooper, Donaldson, Kahale, Majewski,

Mills, Pagano, Pashtoon and Swoger.

President Pashtoon recalled some earlier remarks about a disk-drive-interface-plus-memory-board he received which would have ruined his QL. At the time, he thought this was a deliberate act on the part of the seller. He has had time to reconsider: His experience is that in the U.S., you can never get unfinished boards on the market when a production run is finished or even when a company files for bankruptcy relief.

In Britain, it is a different story. If you need a piece of hardware, you can quite often get it even then. Case in point: A story in one of the newsletters which told about someone who wanted a Cub monitor. Hearing that they were no longer in production, he contacted the manufacturer and they agreed to make one - even though it was a "one off"! By contrast, Nazir had a strong contact in Texas Instruments and he needed a certain item. No matter that he offered his credit card for payment, there was no way that T.I. could supply the equipment directly to a consumer. They just don't work that way.

In subsequent communication with the seller, however, he discovered that the board in question could be supplied with or without memory chips and it was supplied without the chips. In this case, some connections needed to be jumpered to save the computer - and they simply were not.

Bob next addressed the Byte Power FONTS II program which was demonstrated on a TS2068 by Frank Mills last month. He claims that fonts are about 768 characters long. That's all the machine language it takes. To store it on a LARKEN disc or RAMdisc takes a full block so to avoid this, he pulled the font and made it a REMarks statement at the beginning of Frank's program and he used a little math program to find out

where the BASIC program lived so that when a file is opened, you can still find that REMarks statement. Normally, if you open a stream, it changes the start address of the beginning of BASIC and you won't know where you're USR call should point unless you ask.

Frank Mills has been experimenting with another TS2068 program called "LARGE" which produces larger than normal print in color on a black background. He likes it. Sounds interesting!

Abed Kahale showed up with a copy of the FairLight screen and the screen dump and the program. The picture was printed on his Tandy printer and it was impressive.

Abed Kahale has a TS2068 with a LARKEN DOS setup and a Tandy DMP-105 printer. He has been wishing for a screen dump for quite awhile. The problem was that he couldn't find a printer driver that would work. GATOR to the rescue: He went to Abed's house, found the DMP-105 to be similar to the Gorilla Banana, and wrote a new driver for him in record time!

A copy of the revived FDD newsletter was circulated. It came complete with pictures - some of them of people we know. Congratulations and wishes for success to editor Jay Siegel!

SORTA BAD NEWS

Our BBS reached critical mass once again and crashed. But an ever-wiser Bob Swoger says we can still upload or download using an alternative route. Call him at the number on the cover of this issue if you wish to communicate.

The meeting was adjourned at 3:01PM.

August 17, 1991

The meeting was called to order at 2:25 PM. Those attending were: Messrs. Brezina, Cooper, Feng, Kahale, Miller, Pashtoon, Sauter and Swoger.

At the last meeting, President Pashtoon gave Bob Swoger the code for OS64-1.72 for his TS2068's LARKEN drive. The one he'd received earlier had a blown PROM and after about 3 days' of effort, Nazir was able to deliver something that works - and works better than Bob had hoped for. When it is dropped into place, it acts like a cartridge in the slot, booting up without any commands to do so!

The club's old BBS is still out of action but an alternative is available. If you wish to use it, call Bob Swoger.

The Dayton DMA ComputerFest was uppermost on our group's mind. John Shepherd and wife will drive from Iowa to join Bob Swoger and Steve Cooper (and, possibly, Al Feng) in sharing the miles.

A proposal from the secretary was voiced that future meeting minutes will cover highlights of the meeting only and not attempt to be a complete recording of all that transpired as is required in other organizations. Realizing that this newsletter is read by subscribers and the like, detailed minutes would be especially unimportant to people outside the immediate group. The group was unanimous in their approval and it was left up to the secretary's discretion to select items mainly of interest to others. [The secretary is grateful for that vote of confidence.]

It was decided also that from now on, all demos will no longer be a part of meeting notes as in the past but will appear under a separate heading such as "DEMOS". (See below.)

Bob Swoger made special note of Byte Power's recent ads in Sync-Link magazine offering a 50 percent discount on their great TS2068 programs. The only problem he has is that they sell them in packages and he can't tell what's in them from the ads!

Nazir quoted some hardware prices that have him convinced that with people buying into 1.4 MB disc drives, it has forced market on quad density 720K drives down to the \$40 range. Good news for the hold-outs in our Sinclair world!

Bill Miller of Timelinez in California has requested an exchange of newsletters on disc. It will be done.

The meeting was adjourned at 3:18 PM.

DEMOS

Two demos were given by Nazir Pashtoon: one on QL; another on TS2068. And still another, by Bob Swoger, showed updates to our BBS operation.

The first of Nazir's was of a small board which goes into the cartridge port of the TS2068. With it, each EPROM on the cartridge can be mapped in 16K chunks, e.g., 0-16K, 16-32K, 32K-48K, 48K-64K. For demonstration purposes, he brought in two EPROMs. One was a corrected system ROM for the 2068; the other was a corrected Spectrum ROM for the TS2068. (These are Jack Dohany's most recent fixes we speak of here.)

You may recall that when you wished to edit a line, the system instead of causing the cursor to go left and erase the line number, would typically first write DELETE and then it would fight you. For example, if you wanted to type in PRINT-65535, on giving that command, it would print -1! There were many other mistakes on the ROMs which have been corrected.

Nazir's second demo consisted of a QL memory expansion. He had been very unhappy with all his own previous (3 or 4) efforts and at all commercial attempts at internal memory expansion. What irked him was the overhanging board. This was true of the British, Italian, and other boards. In all of them, they overhung the mother board. The QL was orig-

inally designed as a portable computer but when you add the extra memory inside, it can easily be jostled and you are in for quite a bit of trouble.

This time he removed all the 64K X 1 RAM chips in the computer. He made a custom logic array device at home which can be very tightly held in one corner of the QL. It provides all the correct information to the ROM chips which are now 256K X 1 so now the machine becomes a 512K machine, all the chips are socketed nicely, and nothing moves. So the computer has regained its portability and sturdiness. Bravo, Nazir!

The secretary (who was out of town) did not receive any news of Bob Swoger's demo.

John Donaldson, Secretary
Chicago Area Timex Users Group

NEWS ITEMS

Plan to attend the C.A.T.U.G. picnic Saturday, September 7th, 1991 at the home of Bob and Annette Swoger in Streamwood. You all have the address, bring lawn chairs and a pass around dish. Buns and meat will be supplied.

ITEMS FOR SALE THROUGH THE CLUB

LogiCall Integrated Software Ensemble easy operating system for TS2068 and Spectrum includes LogiCall 4.7 TASWORD II V2.4 VU-CALC VU-FILE and MTERM2 Drivers modified for LogiCall, DISKS.B1 TAPES.B1 steprt.B1 HEADER.BT (tape header reader by Nazir Pashtoon) FORMAT.B MOVE.BL and more all on 2 SSDD disks for \$5. You must specify your LK-DOS EPROM version. If you already have a copy you are encouraged to distribute copies to other LarKen LK-DOS users for as you see by the price we are not in the business of making money on it, just making LarKen's LK-DOS the BEST!

So you like to fly? The 747 Flight Simulator for Spectrum by Derek Ashton of DACC sold over 40K copies in EUROPE. Requires Spectrum Emulator. At this time supplied on LarKen SSDD or DSQD disk only for \$10 which goes to Derek Ashton now working at MOTOROLA, INC., Schaumburg, IL.

Call in requests to Bob Swoger at W708-576-8068 H708-837-7957

Want to try MS-DOS first before you switch? Try QLUMSi DOS, the MS-DOS SIMULATOR on your QL first.

QLUMSi (disk/specify)\$15

Try Al's Side-Kick on your QL. It is an AOS like LogiCall on the TS2068 and can make your life on the QL a lot easier [you may never lust for MS-DOS again!]

QLUSTER (disk/specify)\$10

CALL: Al Feng H(708) 971-0495

GATOR's TWISTED PAIR

!!! REMEMBER !!!
We now have a 24 hour BBS and encourage you to exchange mail and contribute to the Download Section. Use it and have fun!

The board has become semi-private at this time. Please call Bob Swoger at 708/576-8068 for information as to how to log on.

Bob Swoger, SYSOP
Chicago Area Timex Users Group

SPECIAL DEALS AND BUYS

It has come to our attention that some LarKen Users are using something less than Version 3 firmware. The club will supply updated EPROMs, SYSTEM DISKS, and MANUALS for just \$5 which includes shipping and handling, free if ordered with LogiCall or Spectrum ROM.

If you are a LarKen LK-DOS owner and would like a SPECTRUM V2 kit for your system we will supply an EPROM, socket and 74HCT32 for \$12 which includes shipping and handling. The install instructions are in your LarKen manual. We shall not be responsible for your install job. AERCO owners need only the SPECTRUM EPROM for \$10

If you have a mismatch between you LarKen DOS EPROM and your Western Digital Controller chip, we will send you the correct one for free on behalf of our friends Rod Gowen of RMG and Larry Kenny of LarKen.

Call in requests to Bob Swoger at W708-576-8068 H708-837-7957

ARTICLES

HUNT THE WUMPUS

by

Bob Swoger

This is a game I re-wrote from a BASIC listing for the members of the Sinclair chapter of the Motorola MicroColor Computer club back in 1981. The purpose was to show them how smooth a screen could look on the ZX81. Also, this program had the HELP in the program were it should be rather than in a manual set of instructions lost somewhere in the past!

When programming it is important to get as much important information on the screen as possible with good organization as possible, that is why 80 column displays are preferable to 40 column displays. Up until this time I had noted that programmers often gave little or no thought to how a screen display would look or act.

This program seems to do partial screen clears and writes, this is not the case! Note how a total screen re-write can be transparent to

the user and how eye pleasing it can be.

The original program written for an Apple computer was pure screen boredom, so I added a little visual gratification when the player wins.

Also, as the ZX81 has a membrane keyboard, why were out the keyboard using the <ENTER> key all the time? The program uses the screen counter as a means of determining whether the person inputting numbers means to enter a 1, 2 or a teen number or a 20.

This game was translated to the TS2068 using FirstLoader from Syntax Magazine. The program is part of the LogiCall Ensemble, so entering 'Q' at the 'SHOOT or MOVE' prompt will return you to LogiCall.

Remember, never use the <ENTER> key!

```
0 SAVE "WUMPUS"
5 POKE 23658,8: INK 9: PAPER
1: BORDER 1:
10 RANDOMIZE : LET Z$="
"
20 GO SUB 6000
30 PRINT AT 7,12;"WELCOME";AT
11,3;"DO YOU NEED INSTRUCTIONS?";
AT 14,9;
40 PAUSE 0
50 LET I$=INKEY$
60 IF I$="Y" THEN PRINT "YES"
70 IF I$="N" THEN PRINT "NO"
72 IF I$="M" THEN PRINT "MAY B
E"
73 IF I$="C" THEN PRINT "COULD
BE"
74 IF I$="J" THEN PRINT "JUST
COULD BE"
75 IF I$="R" THEN PRINT "REALL
Y"
76 IF I$="W" THEN PRINT "WHY N
OT "
77 IF I$="Q" THEN PRINT "QUITE
"
78 IF I$="S" THEN PRINT "SURE"
80 IF I$="L" THEN PRINT "LUV T
O SEE THEM"
100 IF I$<"C" OR I$>"Y" THEN PR
INT "I GUESS"
110 REM SET UP CAVE(DODECAHEDRO
N NODE LIST)
112 DIM S(20,3)
114 DIM P(5)
116 RESTORE
120 FOR J=1 TO 20: FOR K=1 TO 3
```

```
: READ S(J,K): NEXT K: NEXT J
122 DATA 2,5,8,1,3,10,2,4,12,3,
5,14,1,4,6
124 DATA 5,7,15,6,8,17,1,7,9,8,
10,18,2,9,11
126 DATA 10,12,19,3,11,13,12,14
,20,4,13,15,6,14,16
128 DATA 15,17,20,7,16,18,9,17,
19,11,18,20,13,16,19
130 DEF FN A(X)=INT (RND*20)+1
140 DEF FN B(X)=INT (RND*3)+1
142 DEF FN C(X)=INT (RND*4)+1
148 REM LOCATE L ARRAY ITEMS
150 REM -1-YOU,2-WUMPUS,3&4-PIT
S,5&6-BATS
152 DIM L(6)
154 DIM M(6)
160 FOR J=1 TO 6
170 LET L(J)=FN A(0)
180 LET M(J)=L(J)
190 REM PRINT L(J);
200 NEXT J
210 REM CHECK FOR CROSSOVERS(I.
E., L(1)=L(2)),ETC
220 FOR J=1 TO 6
300 FOR K=J TO 6
310 IF J=K THEN GO TO 330
320 IF L(J)=L(K) THEN GO TO 160
330 NEXT K
340 NEXT J
345 IF I$<>"N" THEN GO SUB 1000
350 REM -SET NUMBER ARROWS
360 LET A=5
365 LET L=L(1)
370 REM -RUN THE GAME
380 REM -HAZARD WARNINGS AND LO
CATIONS
390 GO SUB 2000
400 REM MOVE OR SHOOT
410 GO SUB 2500
420 IF O=1 THEN GO TO 440
422 IF O=2 THEN GO TO 480
424 IF O=3 THEN GO TO 9998
430 REM -SHOOT
440 GO SUB 3000
445 GO SUB 6006
450 IF F=0 THEN GO TO 410
460 GO TO 500
470 REM -MOVE
480 GO SUB 4000
490 IF F=0 THEN GO TO 390
500 IF F>0 THEN GO TO 550
510 REM -LOSE
520 PRINT AT 14,4;" HA, HA, HA.
..YOU LOSE!"
530 GO TO 560
540 REM RETURN
550 LET W$="
THE WUMPUS W
I L L G E T C H A N E X T
T I M E I I
552 PRINT AT 9,1;"
553 PRINT AT 9,1;"
";AT 15,10;"SA
```

```

ME SET UP?";
554 FOR I=1 TO 120: PRINT AT 11
,8;W$(I TO I+15): PAUSE 6: IF IN
KEY$<>" THEN GO TO 600
556 NEXT I
558 GO TO 554
560 FOR J=1 TO 6
570 LET L(J)=M(J)
580 NEXT J
590 PRINT AT 16,10;"SAME SET UP
?";
600 LET I$=INKEY$
640 IF I$="N" THEN GO TO 160
650 IF I$="Y" THEN GO TO 360
660 GO TO 590
1000 REM INSTRUCTIONS
1010 CLS : PRINT AT 0,4;"WELCOME
TO HUNT THE WUMPUS";AT 3,0;
1020 PRINT " THE WUMPUS LIVES IN
A CAVE OF 20 ROOMS, A DODECAHE
DRON. IF YOU DON'T KNOW WHAT A DO
DECAHEDRON IS, ASK SOMEONE.";AT
8,0
1070 PRINT " HAZARDS:"
1075 PRINT
1080 PRINT " THE BOTTOMLESS PIT
-- 2 ROOMS HAVE BOTTOMLESS PITS
IN THEM. IF YOU GO THERE YOU FAL
L AND LOSE."
1090 PRINT
1100 PRINT " SUPERBATS -----
--- 2 OTHER ROOMS HAVE SUPERBATS
. IF YOU GO THERE, A BAT GRABS Y
OU AND TAKES YOU TO ANOTHER ROOM
AT RANDOM WHICH MIGHT PROVE TR
OUBLE SOME."
1110 GO SUB 4400
1140 PRINT " WUMPUS:"
1150 PRINT "' THE WUMPUS IS NOT
BOtherED BY THE HAZARDS. HE HAS
SUCKERS ON HIS FEET AND IS MUC
H TOO BIG FOR A SUPERBAT TO LIFT.
USUALLY, HE IS ASLEEP. 2 THINGS
WAKE HIM UP:"
1160 PRINT "' YOUR ENTERING
HIS ROOM'", "OR'" YOUR SH
OOTING AN ARROW."
1180 PRINT
1190 PRINT "' IF THE WUMPUS WAKE
S, HE EITHER MOVES ONE ROOM OR S
TAYS PUT--THE FIRST TIME. AFTER T
HAT, IF YOU BUG HIM, HE EATS YO
U UP AND YOU LOSE."
1200 GO SUB 4400
1230 PRINT "YOU:"
1250 PRINT "' EACH TURN YOU MAY
SHOOT A CROOKED ARROW."
1260 PRINT "'ARROWS:'" YOU HA
VE 5 ARROWS. YOU LOSE WHEN YO
U RUN OUT. EACH ARROW CAN GO
FROM 1 TO 5 ROOMS. YOU AIM BY
TELLING THE COMPUTER THE ROO
M NUMBER OR NUMBERS YOU";
1270 PRINT " WANT THE ARROW TO
GO. IF THE ARROW CAN NOT GO T

```

```

HAT WAY (I.E., NO TUNNEL),
IT MOVES AT RANDOM TO THE NEXT
ROOM."
1280 PRINT "' IF THE ARROW HITS
THE WUMPUS, YOU WIN!"
1285 PRINT
1290 PRINT "IF THE ARROW HITS YO
U, YOU LOSE."
1300 GO SUB 4400
1310 PRINT " WARNINGS:"
1320 PRINT
1330 PRINT " WHEN YOU'RE 1 ROOM
AWAY FROM THE WUMPUS OR HAZARD,
THE COMPUTER SAYS:"
1340 PRINT "'WUMPUS-----I SMELL
A WUMPUS."
1350 PRINT
1360 PRINT "'SUPERBAT--LOOK OUT,
BATS NEARBY."
1370 PRINT
1380 PRINT "'PIT-----EEK!!!! I
FEEL A DRAFT."
1385 PRINT
1390 PRINT "'TYPE 'Q' AT THE 'S
HOOT OR MOVE?' PROMPT TO
QUIT."
1400 GO SUB 4400
1410 RETURN
2000 REM LOCATION AND HAZARD WAR
NINGS
2005 GO SUB 6000
2010 PRINT AT 0,0
2020 FOR J=2 TO 6
2030 FOR K=1 TO 3
2040 IF S(L(1),K)<>L(J) THEN GO
TO 2110
2050 IF (J-1)=1 THEN GO TO 2060
2051 IF (J-1)=2 THEN GO TO 2080
2052 IF (J-1)=3 THEN GO TO 2080
2053 IF (J-1)=4 THEN GO TO 2100
2054 IF (J-1)=5 THEN GO TO 2100
2060 PRINT AT 1,7;"I SMELL A WU
MPUS"
2070 GO TO 2110
2080 PRINT AT 2,5;"EEK!!!! I FEE
L A DRAFT"
2090 GO TO 2110
2100 PRINT AT 3,5;"LOOK OUT.. BA
TS NEARBY"
2110 NEXT K
2120 NEXT J
2130 PRINT AT 8,8;"YOU ARE IN RO
OM ";L(1)
2140 PRINT AT 10,3;"TUNNELS LEAD
TO ";S(L,1);", ";S(L,2);", ";S(
L,3)
2160 RETURN
2500 REM -CHOOSE OPTIONS
2510 PRINT AT 12,7;"SHOOT OR MOV
E ? ";AT 6,12;" ";AT 12,7
;
2520 PAUSE 0: LET I$=INKEY$
2525 IF I$="S" THEN PRINT "SHOOT
"
2530 IF I$="M" THEN PRINT "

```



```

MOVE "
2535 IF I$="Q" THEN PRINT "
      QUIT "
2540 IF I$<>"S" THEN GO TO 2560
2550 LET O=1: RETURN
2560 IF I$<>"M" THEN GO TO 2580
2570 LET O=2: RETURN
2580 IF I$<>"Q" THEN GO TO 2520
2590 LET O=3: RETURN
3000 REM ARROWS ROUTINE
3010 LET F=0
3020 REM ARROWS PATH
3040 PRINT AT 14,2;"NUMBER OF RO
OMS(1 TO 5)?" ;AT 14,17;
3041 IF INKEY$<>" " THEN GO TO 30
41
3042 IF INKEY$="" THEN GO TO 304
2
3043 LET I$=INKEY$
3044 IF I$<"1" OR I$>"5" THEN GO
TO 3040
3050 LET J9=VAL I$
3060 PRINT " ";J9;" "
3070 FOR K=1 TO J9
3080 PRINT AT 14+K,6;"ROOM NUMBE
R ? ";AT 14+K,18;
3085 GO SUB 4500
3090 LET P(K)=L
3095 PRINT P(K);AT 14+K,18;
3096 GO SUB 4570
3097 LET P(K)=L
3098 PRINT P(K)
3099 IF L<1 OR L>20 THEN GO TO 3
080
3100 NEXT K
3110 REM SHOOT ARROW
3120 LET A=A-1
3130 LET L=L(1)
3140 FOR K=1 TO J9
3150 FOR Z=1 TO 3
3160 IF S(L,Z)=P(K) THEN GO TO 3
295
3170 NEXT Z
3180 REM -NO TUNNEL FOR ARROW
3190 LET L=S(L,FN B(1))
3200 GO TO 3300
3210 NEXT K
3220 PRINT AT 6,12;"MISSED..": P
AUSE 100
3230 REM -MOVE WUMPUS
3240 GO SUB 3370
3250 REM AMMO CHECK
3260 IF A>0 THEN GO TO 3280
3270 LET F=-1
3280 RETURN
3290 REM SEE IF ARROW IS AT L(1)
OR L(2)
3295 LET L=P(K)
3300 IF L<>L(2) THEN GO TO 3340
3310 GO SUB 6000: PRINT AT
8,6;"YOU GOT THE WUMPUS!!!!"
3320 LET F=1
3330 RETURN
3340 IF L<>L(1) THEN GO TO 3210
3350 PRINT AT 12,6;"OUCH!!! ARR
OW GOT YOU": PAUSE 200
3360 GO TO 3270
3370 REM MOVE WUMPUS ROUTINE
3380 LET K=FN C(0)
3390 IF K=4 THEN GO TO 3440
3400 LET L(2)=S(L(2),K)
3410 IF L(2)<>L THEN GO TO 3440
3420 PRINT AT 12,0;"TSK, TSK, ..
..WUMPUS GOTCHA!!!!!"
3430 LET F=-1
3440 RETURN
4000 REM MOVE ROUTINE
4010 LET F=0
4020 PRINT AT 14,2;" WHERE T
O ? " ;AT 15,2;"
";AT 14,16;
4025 GO SUB 4500
4030 PRINT L;AT 14,16;
4035 GO SUB 4570
4040 PRINT L
4045 IF L<1 OR L>20 THEN GO TO 4
020
4050 FOR K=1 TO 3
4060 REM CHECK IF LEGAL MOVE
4070 IF S(L(1),K)=L THEN GO TO 4
130
4080 NEXT K
4090 IF L=L(1) THEN GO TO 4130
4100 PRINT AT 14,19;"TURKEY,";AT
16,6;"THATS NOT POSSIBLE!!!!!!";:
PAUSE 200
4108 GO SUB 6006
4109 PRINT AT 16,6;"
";
4110 GO TO 4020
4120 REM CHECK FOR HAZARDS
4130 LET L(1)=L
4140 REM -WUMPUS
4150 IF L<>L(2) THEN GO TO 4220
4160 PRINT AT 12,1;"....OOPS!! B
UMPED THE WUMPUS!!": PAUSE 200
4170 REM MOVE WUMPUS
4180 GO SUB 3380
4190 IF F=0 THEN GO TO 4220
4200 RETURN
4210 REM -PIT
4220 IF L<>L(3) AND L<>L(4) THEN
GO TO 4270
4225 GO SUB 6000
4230 PRINT AT 11,0;" YYYYYIIIEEEE
EEEE ...FELL
INTO THE PIT!!!!!!!!!!": PAUSE 200
4240 LET F=-1
4250 RETURN
4260 REM -BATS
4270 IF L<>L(5) AND L<>L(6) THEN
GO TO 4310
4275 GO SUB 6000
4280 PRINT AT 11,6;"ZAP--SUPERBA
T SNATCH!! ....ELSEWHERE-VI
LLE FOR YOU.": PAUSE 200
4290 LET L=FN A(1)
4300 GO TO 4130
4310 RETURN
4400 POKE 23659,0

```

```

4410 PRINT AT 22,0;"WHEN YOU HAV
E READ THIS AND WANT TO READ ON,
HIT ANY KEY";
4415 POKE 23659,2
4420 IF INKEY$="" THEN GO TO 442
0
4440 CLS
4450 RETURN
4500 REM INPUT COLLECTOR
4520 IF INKEY$<>"" THEN GO TO 45
20
4530 LET L$=INKEY$: IF L$="" THE
N GO TO 4530
4540 IF L$<"0" OR L$>"9" THEN GO
TO 4510
4550 LET L=VAL L$
4560 RETURN
4570 IF INKEY$<>"" THEN GO TO 45
70
4580 IF L>2 THEN RETURN
4590 POKE 23672,0: POKE 23673,0
4600 IF PEEK 23673>0 THEN RETURN
4610 LET M$=INKEY$
4620 IF M$="" THEN GO TO 4600
4630 IF PEEK 23560=191 THEN RETU
RN
4640 IF M$<"0" OR M$>"9" THEN GO
TO 4570
4650 LET M=VAL M$
4660 LET L=L*10+M
4670 RETURN
5000 STOP

```

```

5000 PRINT AT 0,0;"

```



```

5005 PRINT AT 10,0;Z$;Z$;Z$;Z$
5006 POKE 23659,0
5010 PRINT AT 14,0;"

```



```

5015 POKE 23659,2
5020 RETURN
9992 RANDOMIZE USA 100: SAVE "UU
MPUS.B1" LINE 10
9998 RANDOMIZE USA 100: LOAD "L.
B1"
9999 SAVE "UUMPU.S.B1" LINE 10

```

HARDCOPY 2.0

by
Al Feng

HARDCOPY 2.0 (CATUG PDL disk)
is a transition program between
the original HARDCOPY and QLad
2.nnn.

While the method of creating
the columns is crude in that it
requires opening up four addi-
tional windows it is included
to give beginning programmers
an idea of how the screen can
be manipulated.

Compare this program with both
QLad_BAS, QLad_EXE, & QLUTter
(an early version of QLUTter_tv
which is also included on the
CATUG PDL disk).

Use this program as a starting
point for creating your own
front-end/utility program.

HAPPY TRAILS,
AND COMPUTING,
TO YOU!

```

100 REMark *** HARDCOPY ***
105 REMark *** by Al Feng ***
110 MODE 4
115 WINDOW 482,236,15,2: INK 4:
PAPER 7: BORDER 1,4
120 dv$ = "ser1": drv$ = "1":
type$ = "flp"
130 OPEN#8,scr_512x255a0x0:
PAPER#8,7: BORDER#8,1,7:
INK#8, 4
140 OPEN#10,SCR_458X14a29X240:
PAPER#10,7: BORDER#10,1,7:
INK#10,4
145 :
150 OPEN#11,SCR_124X191a26X37:
PAPER#11,7: INK#11,0
160 OPEN#12,SCR_124X191a136X37:
PAPER#12,7: INK#12,0
170 OPEN#13,SCR_124X191a248X37:
PAPER#13,7: INK#13,0
180 OPEN#14,SCR_124X191a371X37:
PAPER#14,7: INK#14,0
190 :
200 DEFine PROCedure screen
210 DIM dir$(78,15):
DELETE type$ & drv$ &
" _FILE.DIRectory"
220 OPEN_NEW#6, type$ & drv$ &
" _FILE.DIRectory"
230 DIR#6, type$ & drv$ & "_":
CLOSE#6
240 OPEN_IN#7, type$ & drv$ &
" _FILE.DIRectory":
245 FOR c=0 TO 78
250 IF EOF(#7) THEN EXIT c
260 INPUT#7,dir$(c)
265 END FOR c: CLOSE #7: c=c-1
270 AT 1,19:
PRINT dir$(0),,,,!!dir$(1)
280 CLS#11: CLS#12: CLS#13:
CLS#14: FOR a=0 TO 18
10 290 IF a<1 THEN a=a+a

```

```

300 FOR n=1+a+a+a: INK#11,5:
PRINT#11,"{";: INK#11,2:
PRINT#11,CHR$(n+a+48)!:
INK#11,2: PRINT#11,"} ";;
INK#11,0: PRINT#11,
dir$(n+a+1)
310 FOR n=2+a+a+a: INK#12,5:
PRINT#12,"{";: INK#12,2:
PRINT#12,CHR$(n+a+48)!:
INK#12,2: PRINT#12,"} ";;
INK#12,0: PRINT#12,
dir$(n+a+1)
320 FOR n=3+a+a+a: INK#13,5:
PRINT#13,"{";: INK#13,2:
PRINT#13,CHR$(n+a+48)!:
INK#13,2: PRINT#13,"} ";;
INK#13,0: PRINT#13,
dir$(n+a+1)
330 FOR n=4+a+a+a: INK#14,5:
PRINT#14,"{";: INK#14,2:
PRINT#14,CHR$(n+a+48)!:
INK#14,2: PRINT#14,"} ";;
INK#14,0: PRINT#14,
dir$(n+a+1)
340 NEXT a: END FOR a
350 END DEFINE screen
360 :
370 CLS: CLS#8: INK 0: PRINT\
" PRINT from "; type$;
drv$; " _": BORDER 1,2:
INK 2
380 screen
390 CLS#10: PRINT#10,"{";:
INK#10,2: PRINT#10,
" PREFIX ";: INK#10,5:
PRINT#10,"} TO ";:
INK#10,0: UNDER#10, 1;;
PRINT#10\ "PRINT";:
UNDER#10,0: INK#10,5:
PRINT#10," [ . ] "
;type$;"1 [ 0 ] "
;type$;"2 [ / ] "
QUIT"
400 INK 4: AT 1, 35: PRINT
"|-- HARDCOPY --|": INK 0
410 REPEAT key
420 akey = CODE(INKEY$)
430 IF akey>45 AND akey<128
THEN EXIT key
440 END REPEAT key
450 akey=akey-48
460 IF akey=-2 THEN
470 IF drv$>1 THEN drv$=drv$-1:
GO TO 370
480 END IF
490 IF akey=-1 THEN CLS: PRINT
\\,,, "READY TO CLEAR
PROGRAM" \ , , , " HIT
<ANYKEY> TO EXIT" \\,,,
"[CTRL+SPACE] FOR BASIC":
PAUSE: NEW
500 IF NOT akey THEN
510 drv$=drv$+1: GO TO 370
520 ELSE
530 IF akey<c THEN COPY_N

```

```

type$ & drv$ & " " &
dir$(akey+1) TO dv$
540 GO TO 390
550 END IF

```

NOTE: This program, QLAD_EXE & QLUTter [(3.096 (tv_version))] is also available on the CATUG Public Domain Library Disk.

The disk charge is \$2.00 which covers the cost of the medium & postage. Specify 5.25" or 3.5" disk.

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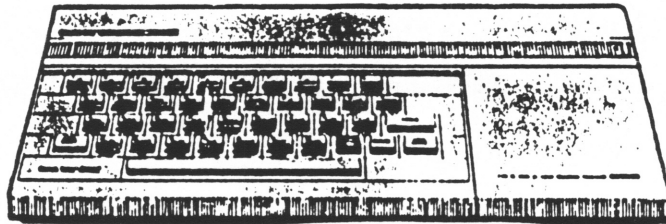
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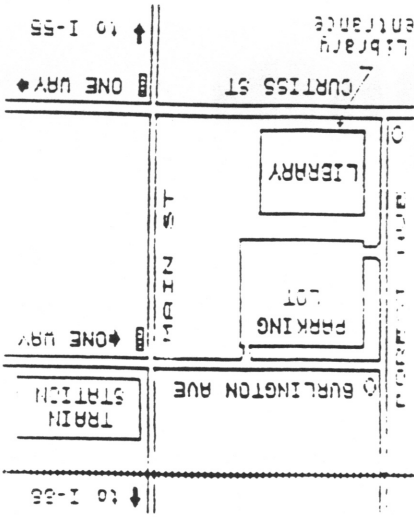


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